SCOOBY-DOO!™

FIRST FRIGHTS

EVERYONE 10+

CONTENT RATED BY ESRB

GAMES™

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SCOOBY-DOO!™
FIRST FRIGHTS

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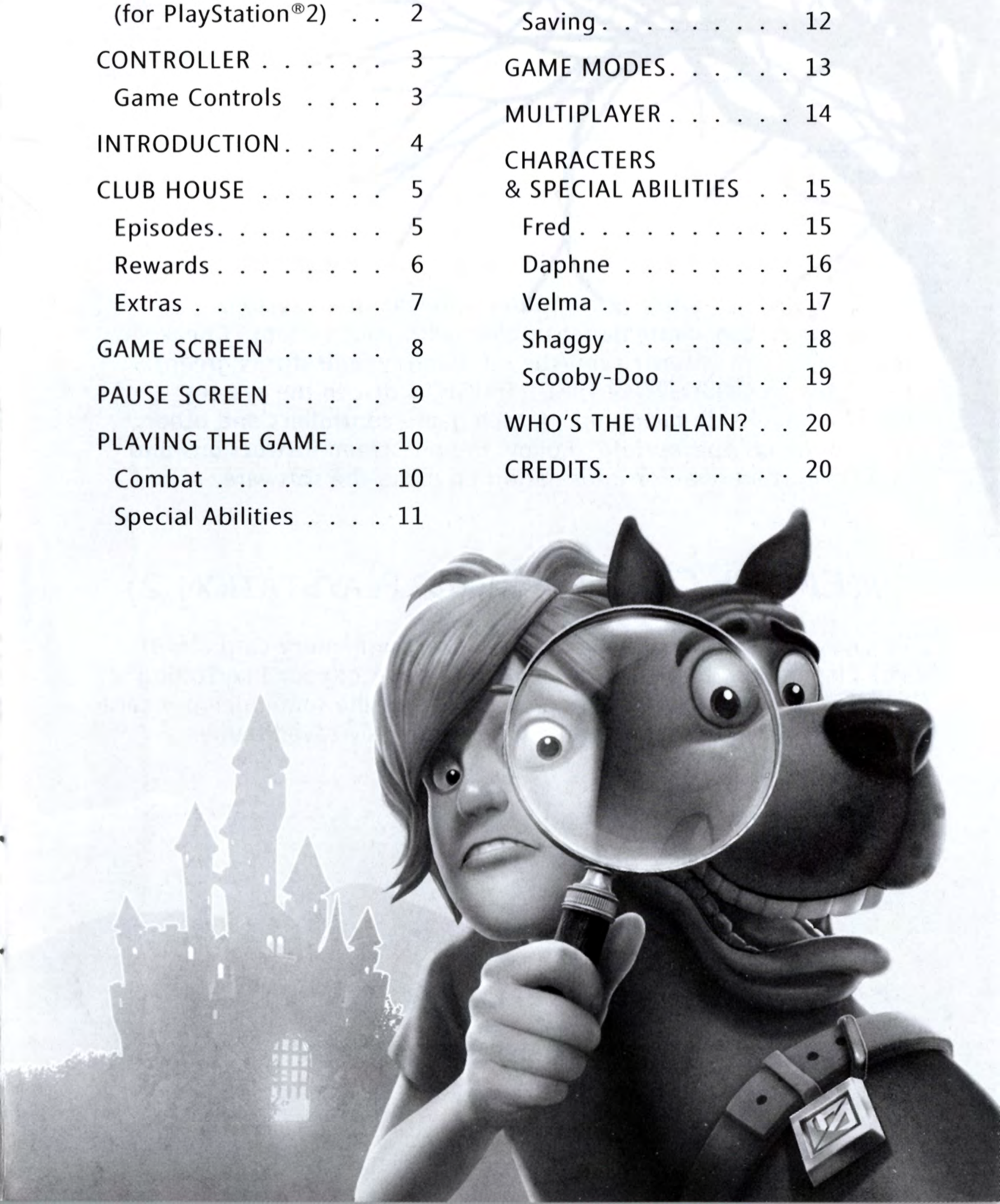
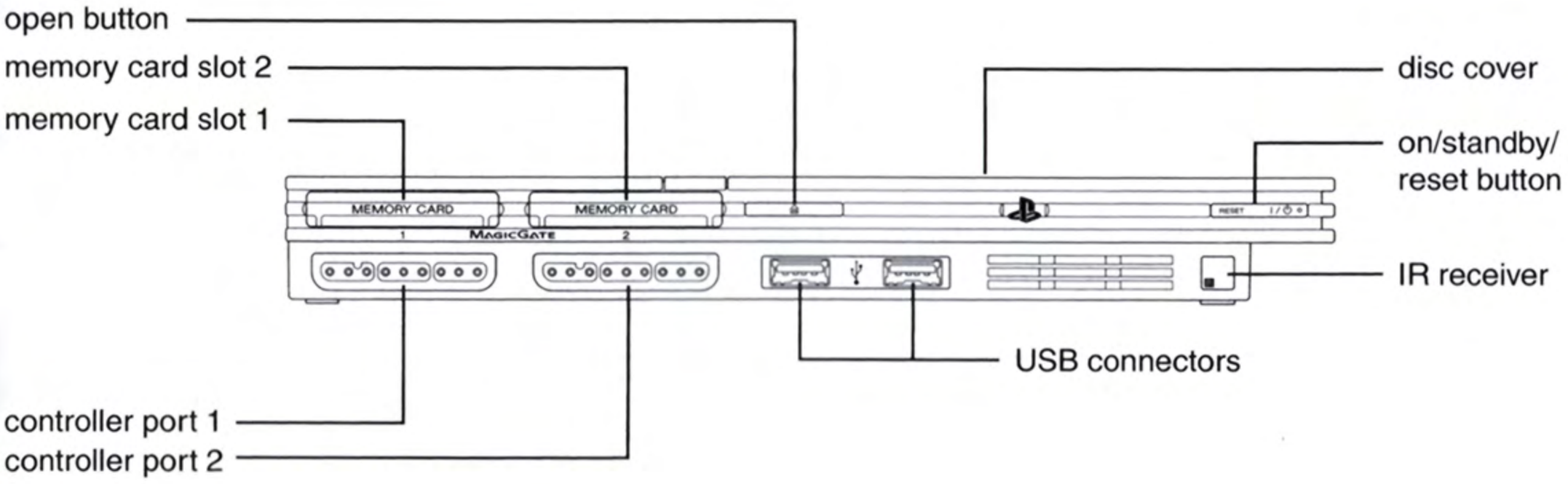


GETTING STARTED



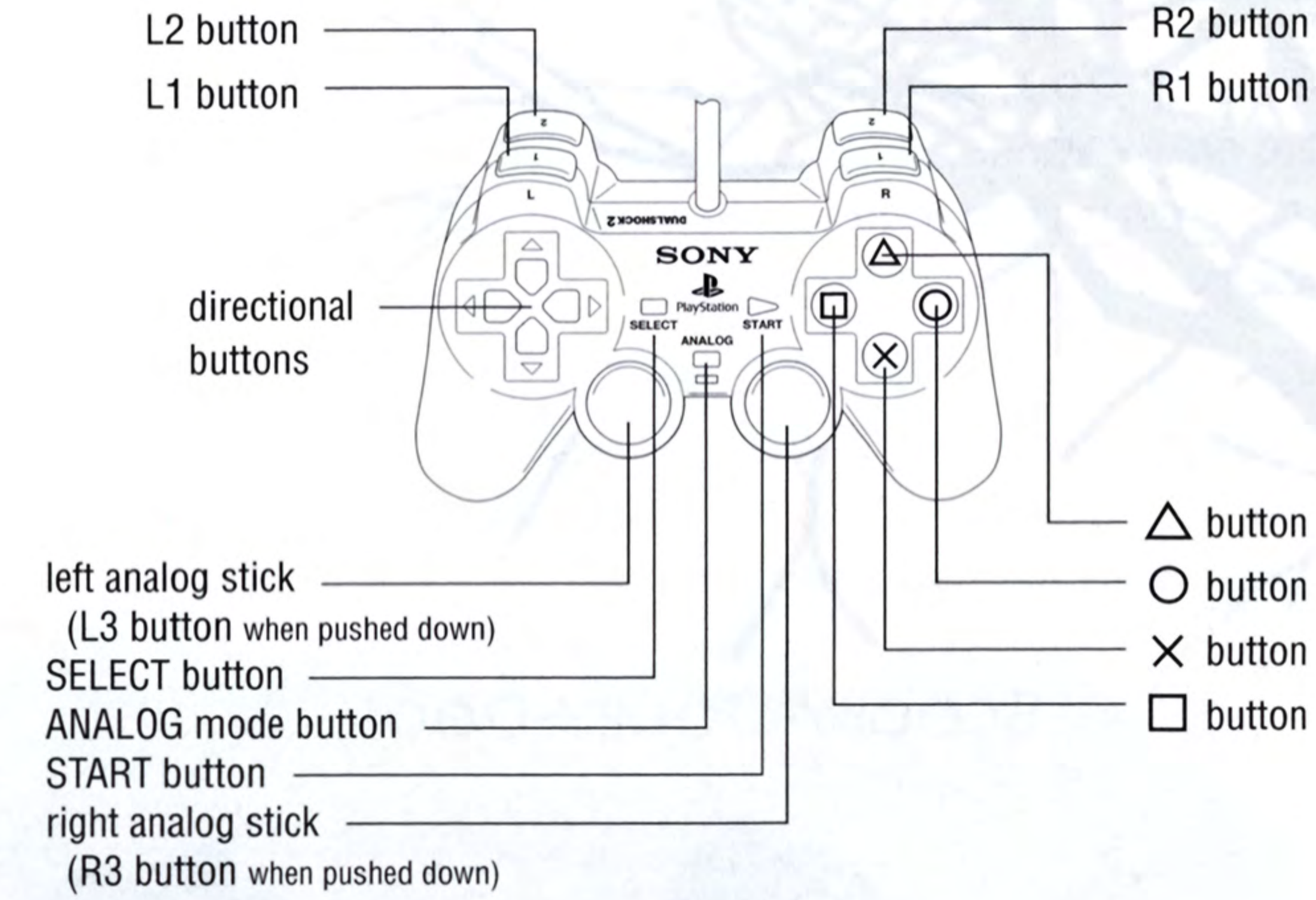
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the SCOOBY-DOO! FIRST FRIGHTS disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

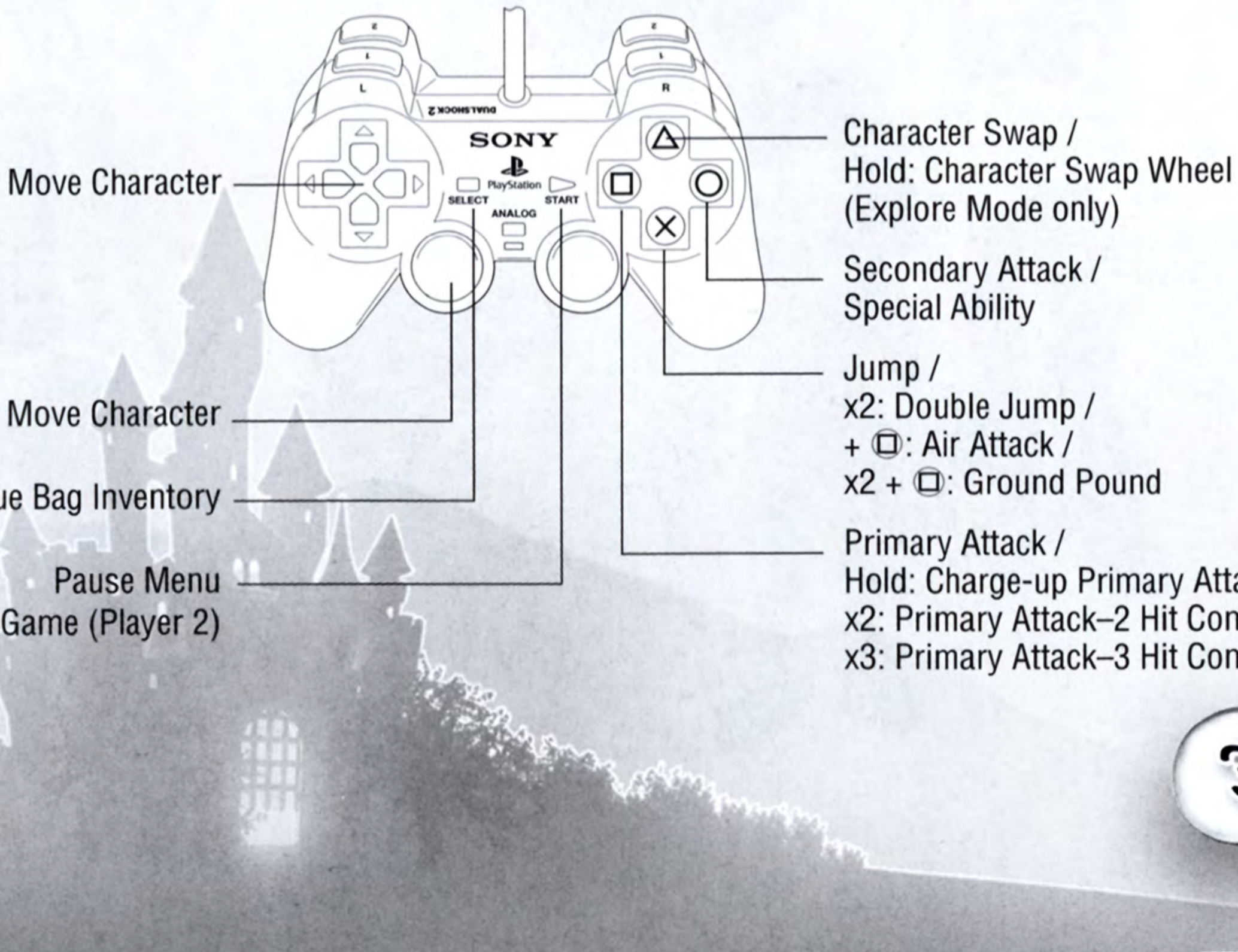
To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or from any memory card containing previously saved games.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS



INTRODUCTION

JINKIES! THE MYSTERY, INC. GANG IS BACK IN SCOOBY-DOO! FIRST FRIGHTS.

JOIN SCOOBY-DOO, SHAGGY, FRED, VELMA AND DAPHNE IN THEIR EARLY YEARS, AS THEY SET OUT FOR THE KEYSTONE CASTLE INTERNATIONAL FOOD FESTIVAL...AND GET CAUGHT UP IN SOME INCREDIBLE MYSTERIES!

VISIT ST. LOUIS HIGH, TOY TOWN, ROCKY BAY AND KEYSTONE CASTLE AS YOU SEARCH FOR CLUES, MAKE NEW FRIENDS, UNCOVER THE CRIMINAL MASTERMINDS AND GRAB AS MANY SCOOBY SNACKS AS YOU CAN CARRY!

SCOOBY-DOOBY-DOO!

CLUB HOUSE

The Club House is the headquarters of Mystery, Inc., where our adventure begins.

EPISODES

There are 22 Levels in **SCOOBY-DOO! FIRST FRIGHTS** across four unique Episodes. You must complete each Level in each Episode before the next is unlocked.

Each Episode has its own Hub. If you quit the game, you will return to the Episode Hub. From here, you can return to the Club House at any time.

You can revisit completed Levels in Story Mode and Explore Mode.

REWARDS

TROPHIES

You start the game with some empty shelves in the Club House to make room for the Trophies you're totally going to bring back!

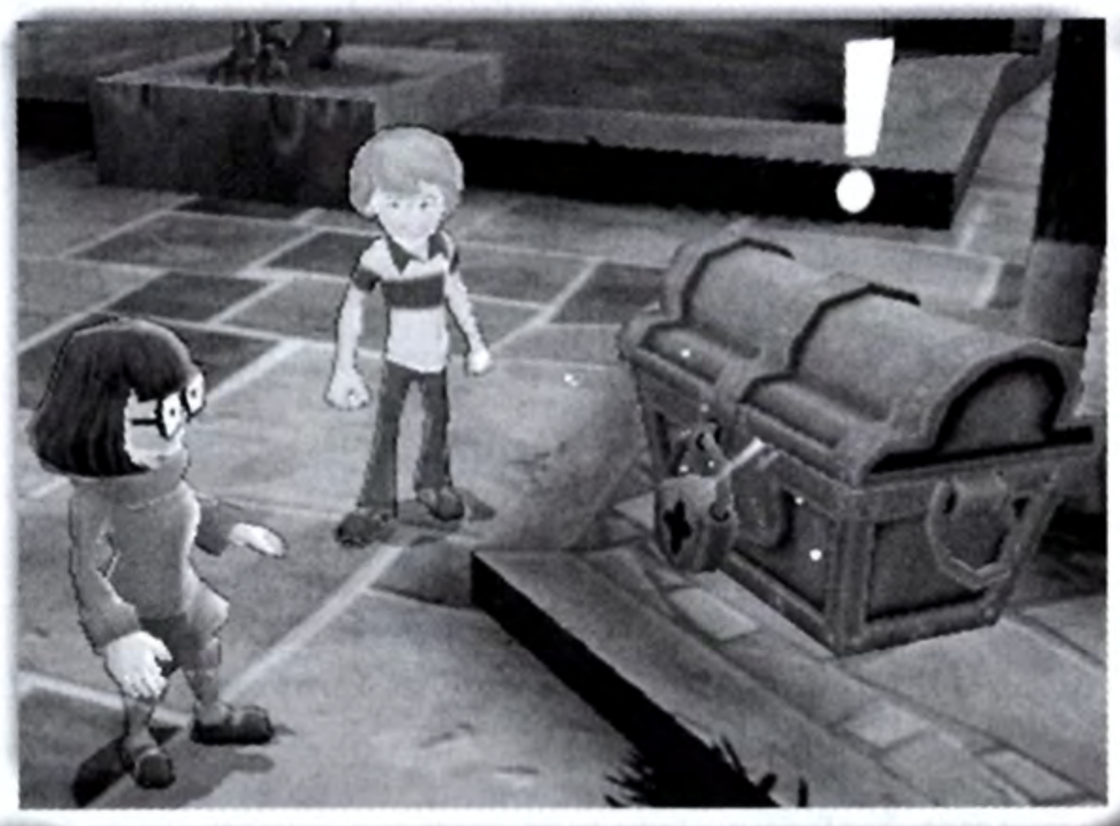
- You earn Trophies by completing particular tasks or scenarios during the game.
- Each Level (except Chase Levels and Boss encounters) has a Trophy for you to unlock. See if you can get them all!

MONSTERS

The ultimate Trophies! This is a special chest for the masks of the villains you've defeated. Can you solve all four mysteries and reveal the identity of each criminal mastermind?

COSTUMES

Most Costumes are not available at the start of the game. As you make your way through the Episodes, you'll discover Costume Chests that will unlock that Costume in the Club House for you to purchase with Scooby Snacks.



- Each member of Mystery, Inc. has two Costumes for you to find. Unlock special chests to find Costumes that your characters will wear in certain situations.
- In Explore Mode, you'll even have the chance to dress up some of the enemies you have battled during the game!
- Costumes aren't free, so make sure you collect all the Scooby Snacks you can find!

EXTRAS

OPTIONS

Change the settings of the game to suit your taste.

CODES

Here you can enter secret four-digit codes to unlock the safe. But you won't find them in the game!

VIDEO

View the game credits and special video features!

GAME SCREEN

- **PLAYER 1 ICON**: This icon shows which character you are playing. If you switch characters, the Player icons at the top of the screen also switch.
- **COURAGE METER**: Your Courage Meter is depleted whenever you take damage. Collect Courage Hearts to keep it from getting too low! In Multiplayer games, Player 2 also has a Courage Meter.
- **JOIN GAME PROMPT**: A second player can join the game at any time by pressing the START button on another controller.
- **SCOOBY SNACK TALLY**: This number is always displayed during the Level. When you finish a Level, this amount is added to your profile total.
- **CURRENT OBJECTIVE ICON (NOT SHOWN)**: This icon is your guide. If you press the START button to pause, you can also read the Current Objective text.

PAUSE SCREEN

You can pause the game at any time by pressing the START button. You can then choose "Resume" or "Quit" with the directional buttons. If you choose to quit, you will return to the Episode Hub.

- The Pause Screen also shows your current Objective.
- In Multiplayer Mode, the Pause Screen gives you the option to "Drop Out." If you pause in the middle of a cut-scene movie, the Pause Screen will also allow you to skip the scene.
- You will often find your path blocked, and you must perform a task before you can progress. This task may be defeating all enemies in an area, collecting Clues, finding a key to open a locked door, or solving a puzzle. If in doubt, use the Pause Screen to check your current Objective.

PLAYING THE GAME

SCOOBY-DOO! FIRST FRIGHTS allows you to save three game Profiles to a memory card (8MB)(for PlayStation®2). Use the directional buttons either to select your existing Profile to continue a game, or to select "New Game" to begin a new adventure.

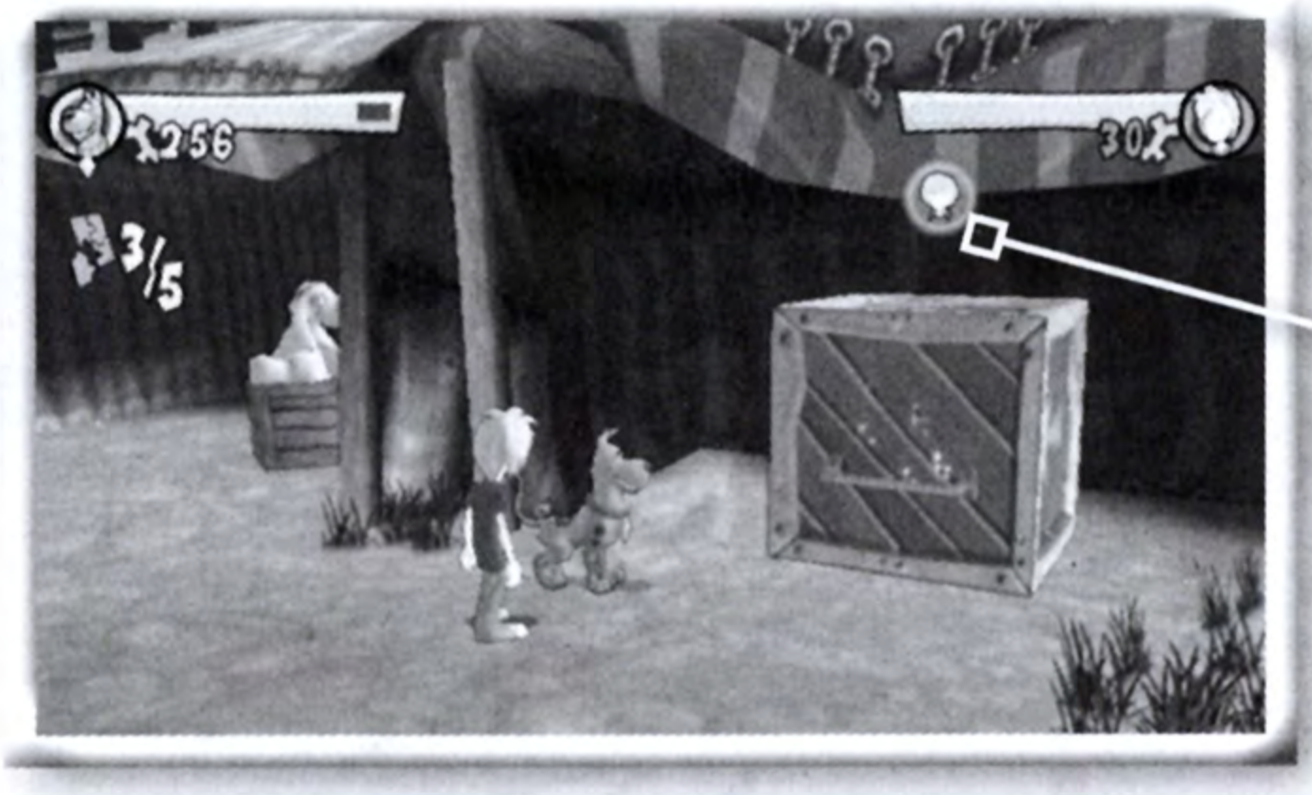
COMBAT

Sleuthing isn't easy, and there will always be foes out to stop our heroes from solving the mystery. Fortunately, the members of Mystery, Inc. can handle themselves in combat!

Every character plays differently, with Primary and Secondary combat moves and Special Abilities. Take the time to get to know their style of play. Combat styles also change if the character is in Costume! All characters have a selection of the following moves:

- **MELEE ATTACK**: Hand-to-hand combat.
- **RANGED ATTACK**: Throwing projectiles.
- **RUSH ATTACK**: Charging.
- **BLOCK**: Stopping an enemy hit or a projectile.
- **STUN**: Pitching a small sonic or explosive device.
- **GROUND POUND**: A super slam into the ground, knocking enemies off their feet!
- **CHARGED ATTACK**: Press and hold the ■ button to charge-up a single, powerful Primary Attack.

SPECIAL ABILITIES



ONLY FRED CAN INTERACT WITH THIS OBJECT.

Each member of Mystery, Inc. has his or her own skills and talents... and you'll need them all to crack the case!

When you see a character icon, you'll know that character will be able to use his or her Special Ability on that object.

Some secret areas can only be accessed by characters who are not used in Story Mode. You can return to the Level in Explore Mode and play alternative characters so that you can access hidden areas and collect everything!

- **SPECIAL HINT**: One of Scooby's Costumes can perform multiple Special Abilities!

COURAGE

Collect purple Courage Hearts to top up your Courage Meter. Taking enemy attacks depletes your meter. If it empties, your character will disappear and hide, losing several Scooby Snacks!

MAIN PICK-UPS

COURAGE HEARTS

Increase your Courage.

SCOOBY SNACKS

Many objects that can be hit or broken contain Scooby Snacks! Collect as many as you can and use them to purchase Costumes in the Club House. Keep watch for special Gold Scooby Snacks that are even more valuable!

SCOOBY MEDALLIONS

These are worth 500 Scooby Snacks! Collect them all. If you replay a Level and have already collected the Scooby Medallions, these will appear as Gold Scooby Snacks!

CLUES

Clues help you identify the villain and solve the mystery. Collect all Clues in a Level and check your Clue Bag Inventory at any time by pressing the SELECT button. Some areas may require you to collect all the Clues before you can progress to the next area.

SAVING

SCOOBY-DOO! FIRST FRIGHTS uses an auto-save feature, so there is no need to manually save the game. If you quit during a Level, your progress will be lost, though your Clues, Trophies and Costumes will be saved.

GAME MODES

CHARACTER SELECT WHEEL IN EXPLORE MODE. USE THIS TO SCROLL THROUGH THE COSTUMES YOU PURCHASED IN THE CLUB HOUSE.

SCOOBY-DOO! FIRST FRIGHTS can be played two ways—in Story Mode and in Explore Mode. You must complete each Level in Story Mode before you can replay it in Explore Mode.

- **STORY MODE**: Story Mode is the main path of the game, using two specific members of Mystery, Inc. Puzzles and combat mainly involve the abilities of those two pre-set characters.
- **EXPLORE MODE**: Explore Mode lets you play through the Levels using any character and Costumes purchased from the Club House. Now you can explore areas of each Level that you couldn't reach in Story Mode. You can even switch characters mid-game as many times as you like (by pressing the △ button)!

Sometimes your character will be in Costume during a Level in Story Mode. At that point, you don't need to buy that Costume to use it. But if you want to play in that Costume again in Explore Mode, you need to purchase it first.

Enemy Costumes are unlocked for purchase automatically when you finish an Episode. These aren't found in Costume Chests.

MULTIPLAYER

Two players can work together to find the Clues, defeat enemies, battle Bosses and solve the mystery. Both Story Mode and Explore Mode can be played cooperatively and competitively! Who can collect the most Scooby Snacks?

- Player 2 can press the START button on a second controller to join in at any time.
- Either player can drop out of the game by bringing up the Pause Screen and selecting "Drop Out." The game will resume uninterrupted with one player.
- To swap players during a Multiplayer game, one of the players can press the △ button. When the other player presses the △ button when prompted, the swap is accepted.

CHARACTERS & SPECIAL ABILITIES

FRED

(Frederick Herman Jones)

Fred is the unofficial leader of Mystery, Inc. He's always willing to help if someone's in trouble.

Primary Attack
MELEE

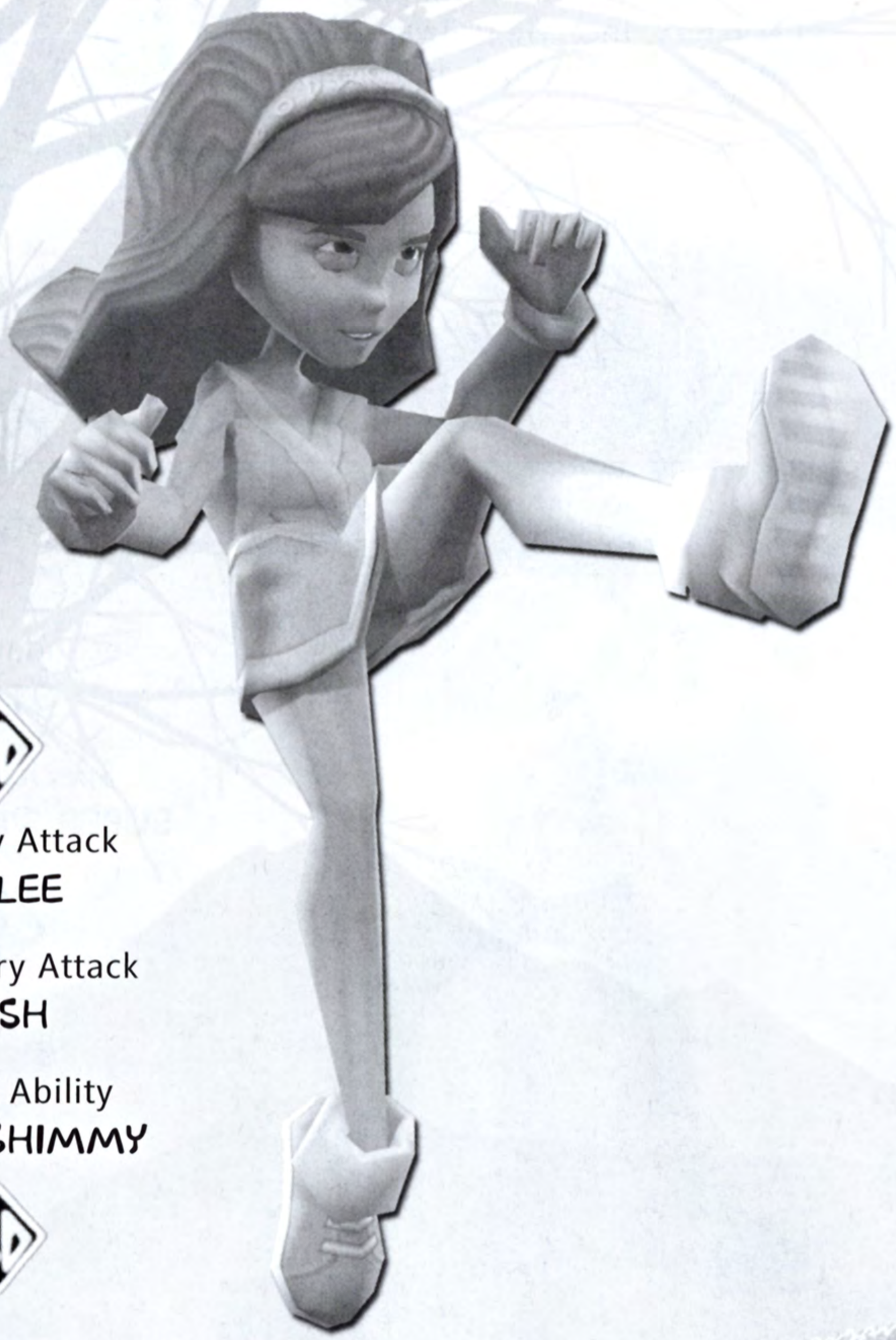
Secondary Attack
STUN

Special Ability
SUPER STRENGTH

DAPHNE

(Daphne Ann Blake)

Daphne loves fashion, but that doesn't mean she's afraid to get her hands dirty. She's an expert at hand-to-hand combat!



Primary Attack
MELEE

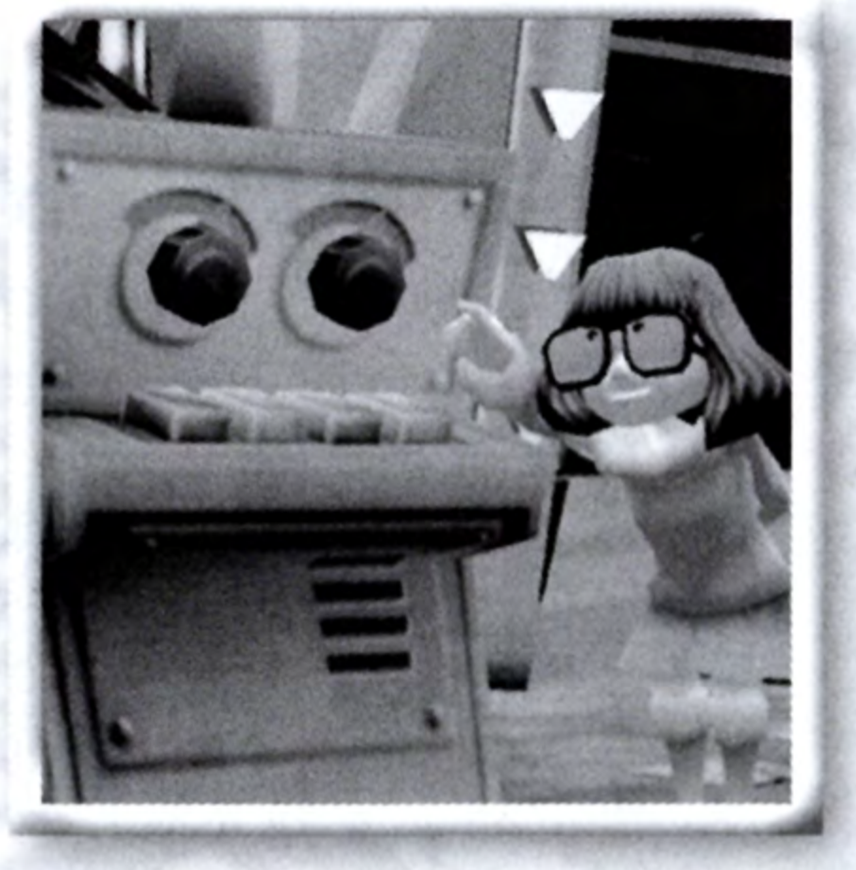
Secondary Attack
RUSH

Special Ability
CLIMB/SHIMMY

VELMA

(Velma Dace Dinkley)

The brains of the group, Velma is skilled at sleuthing. She can also hit a target a mile away with fearsome accuracy!



Primary Attack
RANGED

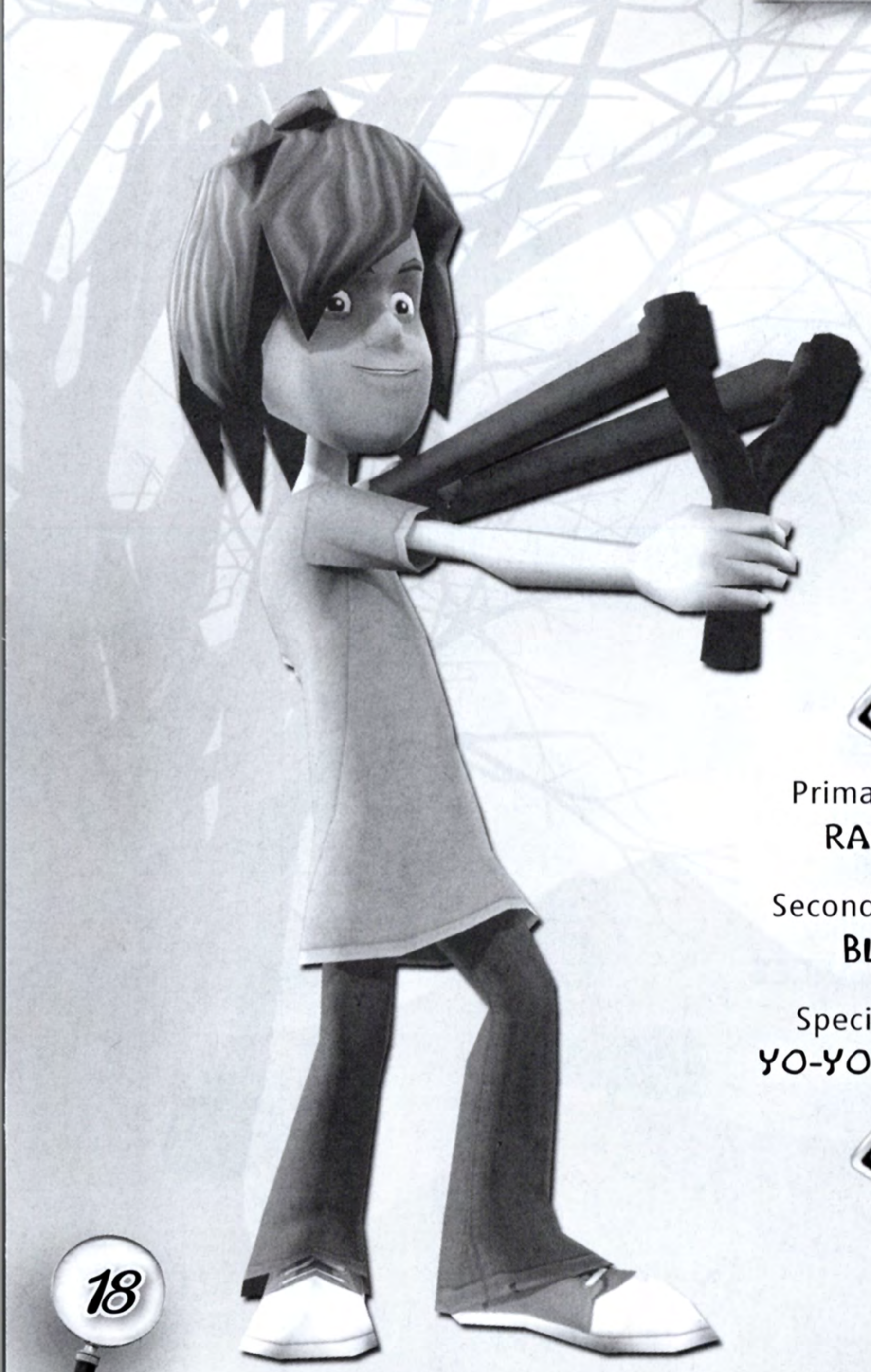
Secondary Attack
BLOCK

Special Ability
OPERATE DEVICES

SHAGGY

(Norville "Shaggy" Rogers)

Armed with his trusty slingshot, yo-yo and ever-growling stomach, Shaggy can handle—or run away from—any evildoer who crosses his path.



Primary Attack
RANGED

Secondary Attack
BLOCK

Special Ability
YO-YO GRAPPLE

SCOOBY-DOO

(Scoobert-Doo)

Scooby is usually more interested in finding food than solving mysteries. But he can always be bribed to action with a Scooby Snack!

Primary Attack
MELEE

Secondary Attack
BLOCK

Special Ability
DOG DOORS

WHO'S THE VILLAIN?

As you progress through the game, you'll meet a few interesting characters—any of whom could be a suspect!

When you defeat the villain at the end of each Episode, you'll have the chance to pick who you think the mastermind could be. Choose wisely—Monster Mask trophies are only awarded to those who solve the mystery!

CREDITS

To see a list of credits of those who brought you this game, please go to www.FirstFrights.com.

NOTES

NOTES

NOTES

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e4e Technical Support
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FRIGHT

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Scooby-Doo!™

and The Spooky Swamp

EVERYONE 10+

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SCOOBY-DOO!™ AND THE SPOOKY SWAMP

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GETTING STARTED

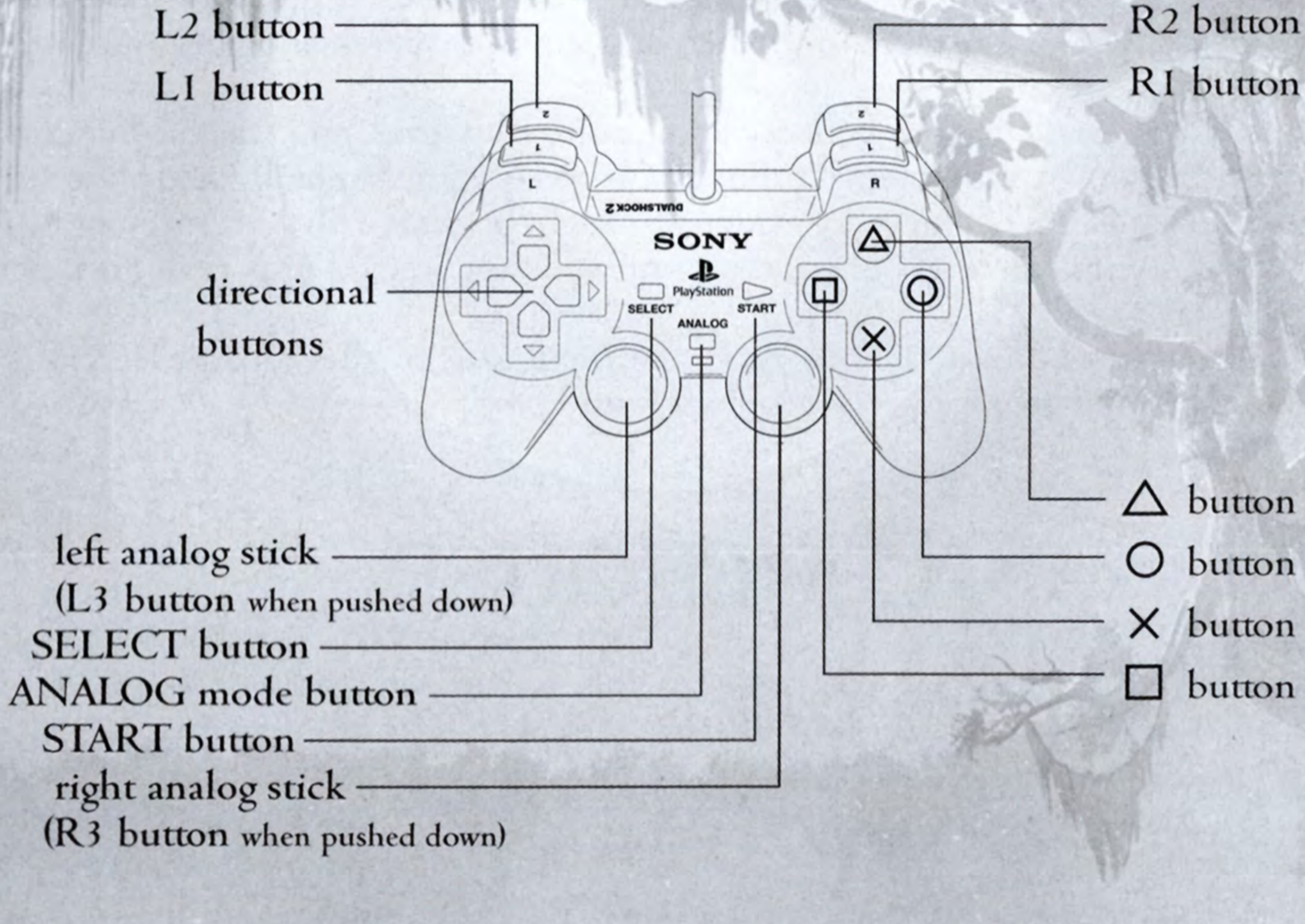
PlayStation®2 system

Starting a game: Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Scooby-Doo! and the Spooky Swamp disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2): To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

L1 button	Equip/put away Camera
R1 button	Equip/put away Magnifying Glass
△ button	Switch characters Hold character selection Costume wheel Back (menu)
○ button	Interact Pick-up Put down Hold to skip cinematic
× button	Jump Take photo Accept (menu)
× button + □ button	Ground Pound
□ button	Primary attack Hold charge-up attack Throw
START button	Pause Player 2 join game
SELECT button	Notepad
left analog stick	Move character Move Camera reticule Move Magnifying Glass Move Hand cursor
directional buttons	Move character Scroll through menu items

INTRODUCTION

Join Scooby-Doo and the Mystery Inc. gang in an all-new adventure!

Tired of the mystery-solving game, Shaggy and Scooby follow a delicious scent into the swamp behind the Mystery Inc. Clubhouse... and stumble onto their biggest mysteries yet!

Can you help Mystery Inc. collect clues, solve the case and catch the criminal masterminds? Some of the best sleuthing tools are at your disposal! Take photographs, organize stakeouts, collect pieces of evidence, search for clues with your magnifying glass, record the conversations of suspects and reassemble scrap pieces of important documents!

Travel between three unique regions, meet new friends (or are they?), battle ferocious foes and build the ultimate sandwich! Scooby-Dooby-Doo!

CLUBHOUSE

Getting into to the Clubhouse is as simple as walking through the door. The Clubhouse is located in the Swamp, where the adventure begins. Returning to the Swamp from another region will bring you back to the Clubhouse. You can then use the Mystery Machine to travel to other areas.

When resuming a saved profile, you will always be returned to the Clubhouse.

REWARDS

Trophies
There are 15 trophies for you to earn as you progress through the game. Check the trophy shelves in the Clubhouse to see how you can win them!

Costume Parts
View information on all your costumes and see how many you still need to find.

Case Files
Read up on the Mystery Inc. gang, friends met in the game, and enemies encountered. If you've taken a photo, it will be displayed in the case files. If you've collected enough Monster Masks, you will find out more information about that enemy!

Sandwich
All the sandwich pieces you can collect are going toward one mammoth mouthful! Check the size of your masterpiece!

Medallions
All the Scooby Medallions you've collected in the game are stored here.

Ghost Sightings
A collection of all your Ghost photographs!

EXTRAS

Options
Change the settings of the game to suit your taste; including sound volumes and subtitle toggle.

Codes
Discovered a secret code? Enter it here! You won't find these codes in the game!

- ***Credits***
View the game credits.

PLAYING THE GAME

Scooby-Doo! and the Spooky Swamp allows 3 game Profiles to be saved on your PlayStation®2 system. Use the directional buttons or the left analog stick to select your existing Profile to continue a game, or select a 'New Game' to begin a new adventure.

GAME SCREEN

1. Player 1 Icon

2. Courage Meter

4. Player 2 'Join Game' prompt

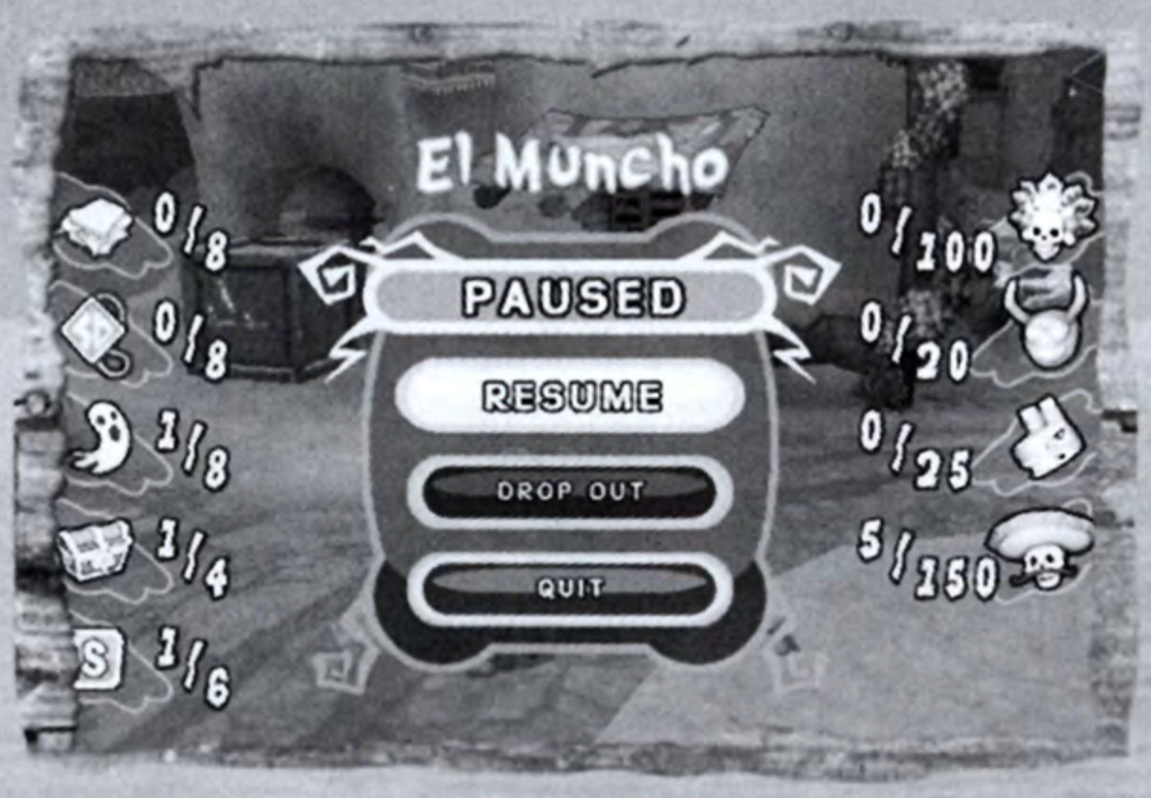
5. New objective

6. Objective Description

7. Area Name

1. The Player 1 icon shows which character you are currently playing.
2. Your Courage Meter is depleted whenever you take damage. Collect Courage. Hearts to keep it from getting too low! In a Multiplayer game, Player 2 also has a Courage Meter.
3. (not pictured) Your cache of Scooby snacks!
4. A second player can join the game at any time by pressing the **START** button on another controller.
5. Indicates you have a new objective to achieve.
6. Objective description. Press the **SELECT** button to check the notebook for more information.
7. Lets you know where you currently are.
8. (not pictured) Autosave Icon. Appears when the game is saving. Don't switch off the console when this icon is displayed.
9. (not pictured) Item Tally. This appears when you need to collect all items within an area.
10. (not pictured) S-C-O-O-B-Y Letter tally.
11. (not pictured) Collectible notification (Medallions, Costume pieces, Monster Masks, Sandwich Parts)

PAUSE SCREEN



You can Pause the game at any time using the **START** button. You then have the opportunity to Resume or Quit the game using the directional buttons or the left analog stick and press the ⊗ button to accept. If you choose to Quit, you will be taken back to the title screen.

If you're playing a multiplayer game, the pause menu will give either player the option to 'Drop Out'.

The Pause menu is full of information about pick-ups in the area – those that you have collected, and how many are still remaining. Use the menu to check your progress regarding Monster Masks, Sandwich Parts, Scooby Medallions, Costumes, Scooby Letters and Ghost photographs!

MULTIPLAYER

Work with a friend to solve the mystery!

Player 2 can press the **START** button on a second controller to drop in at any time. Either player can drop out of the game by bringing up the Pause menu with the **START** button and selecting 'Drop Out'. The game will resume uninterrupted with one player and an AI companion.

To swap characters during a Multiplayer game, press the △ button. If the second player also presses the △ button when prompted, both characters will swap over.

Both players can bring up their own Character Select wheel. If one player brings up the Costume Select screen, both players can change costumes before gameplay resumes.

SAVING

Scooby-Doo! and the Spooky Swamp uses an auto-save feature, so there is no need to manually save the game. Your trophies, collectibles and achievements will be saved automatically as you progress.

When resuming the game with a saved profile, play will always resume in the Swamp, in front of the Clubhouse.

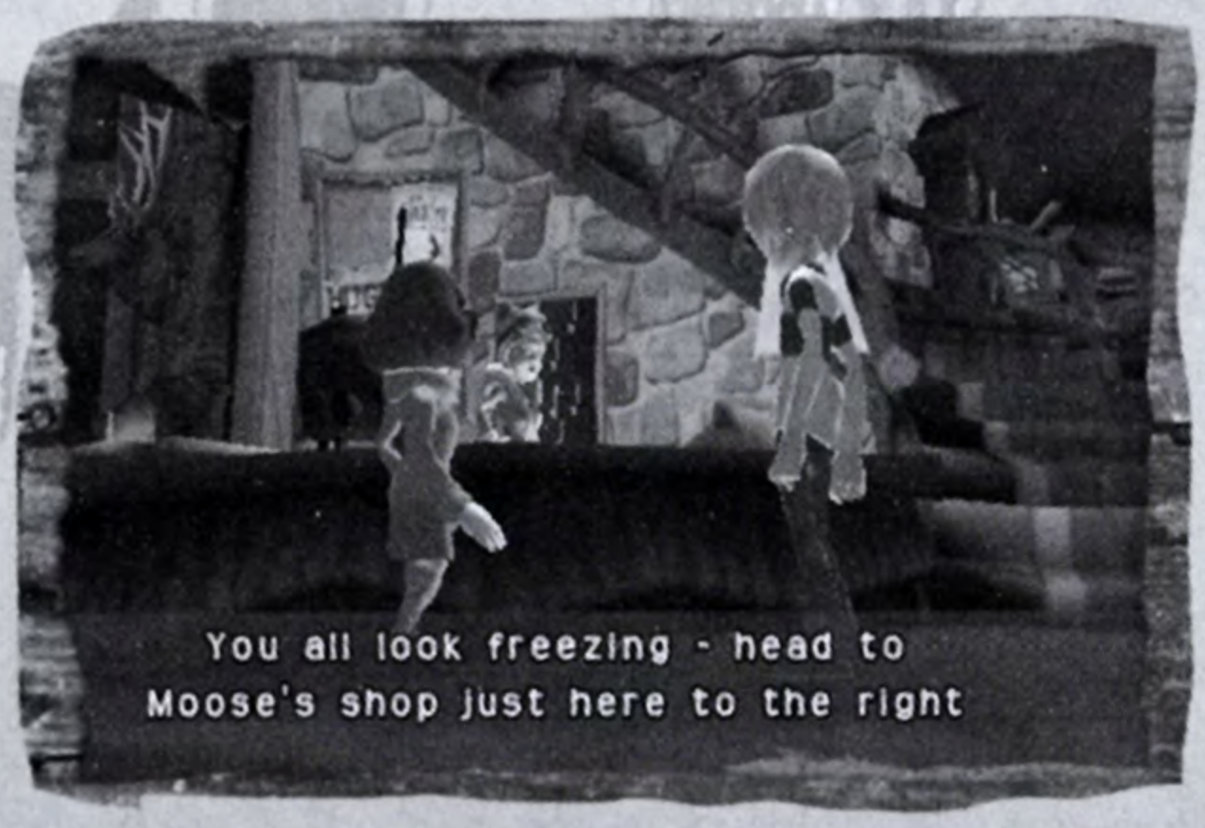
OBJECTIVES

If you're not sure what you need to do next, don't worry! You can always consult your notebook.

Mystery Inc. will always receive their next objective on-screen. You can press the **SELECT** button to check your notebook if you forget, or for more information.

COMBAT

Talk to other characters... they might let something slip...



Mystery Inc. will encounter some strange creatures on their journey... many of which will try to stop the gang from solving the case!

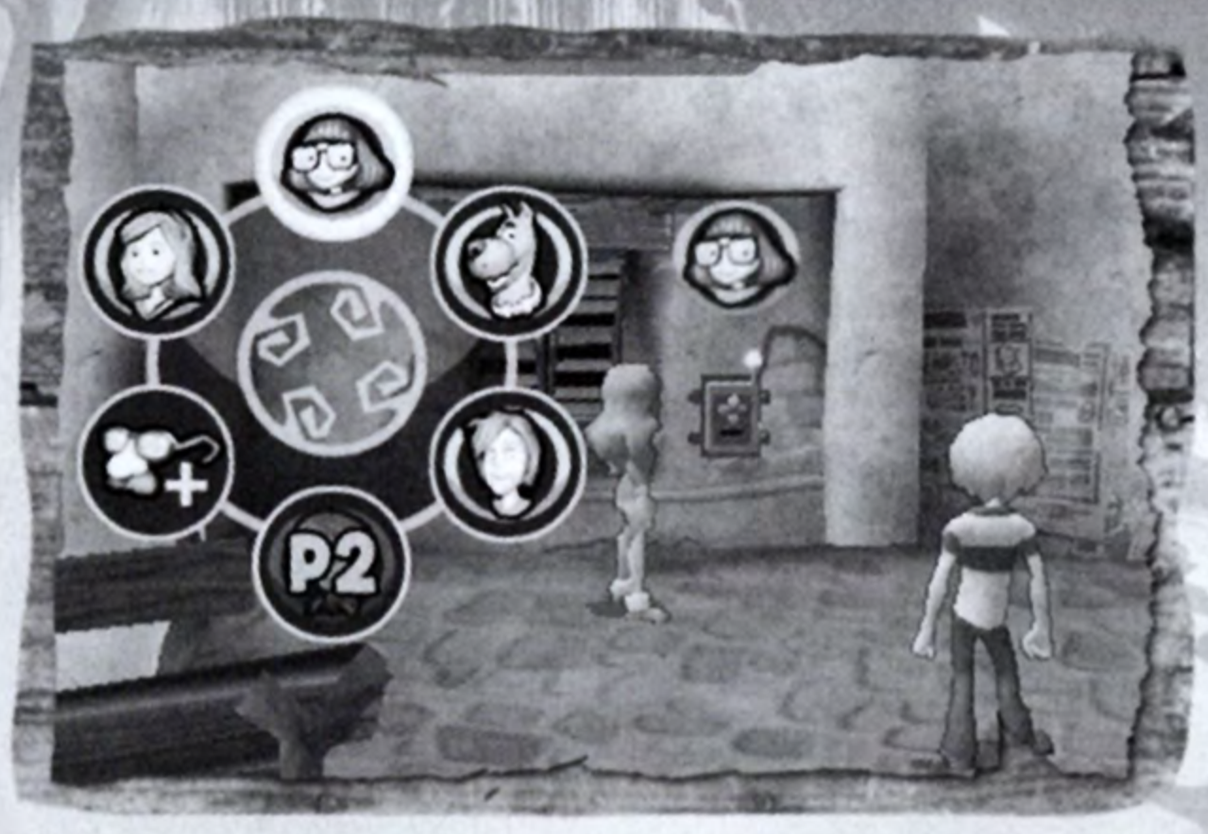
Every character has their own combat moves and special abilities. Press the ■ button to attack, or hold down the ■ button to charge up for a more powerful hit! You can also try pressing the ■ button while in the middle of a jump to deliver a devastating ground pound attack!

Try listening to Mystery Inc. when you're battling an enemy. Sometimes you'll need to time your attack just right, or maybe you need to throw something at them first! Your character will often give you a hint.

SPECIAL ABILITIES

Some characters can interact with certain objects. Look for an icon of that character, or a colored glow. Switch to that character by pressing and holding the ▲ button to bring up the character select wheel! If the character you need is being played by the AI, tap the ▲ button to switch.

Only Velma can operate terminals. Press and hold the ▲ button to bring up the character select wheel and select Velma with the ■ button.



Some areas can only be played using Shaggy and Scooby. If you miss something, you'll have the chance to return to these areas later!

COURAGE
Purple hearts replenish Mystery Inc.'s courage meter. If you take too many hits from an enemy, your character will lose all their courage and disappear! The courage meter will pulse if your courage is getting low.

PICK UPS

COURAGE HEARTS
Gives your Courage meter a boost.

SCOOBY SNACKS
Many objects which can be hit or broken contain Scooby Snacks! Collect as many as you can and use them to purchase Costumes. Keep watch for Super Scooby Snacks!

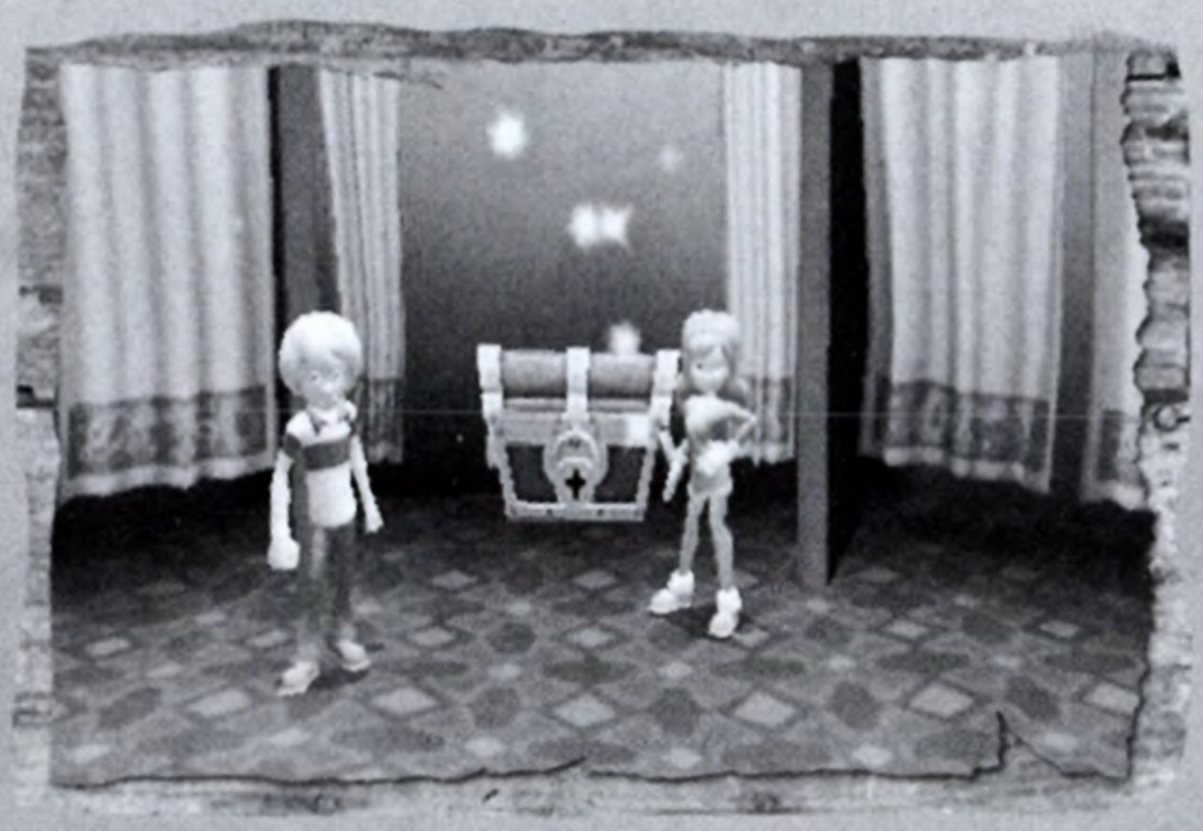
SCOOBY MEDALLIONS

These are worth 500 Scooby Snacks! See if you can collect them all.

Medallions are stored in the Clubhouse. Check the Pause menu to see how many Medallions you can find in your region.

COSTUME CHESTS

Some costumes are unlocked when you find them in costume chests, and others can be purchased with Scooby Snacks! There are also some special costumes which aren't found in costume chests, but are given as rewards for winning a trophy or unlocking a case file!



MONSTER MASKS

Most enemies will drop masks when they are defeated. If you can collect enough of these, you'll unlock a Clubhouse Case File for that enemy and find out who (or what) they really are! Use the Pause Menu to check how many masks you have collected for enemies in your region.

S-C-O-O-B-Y LETTERS

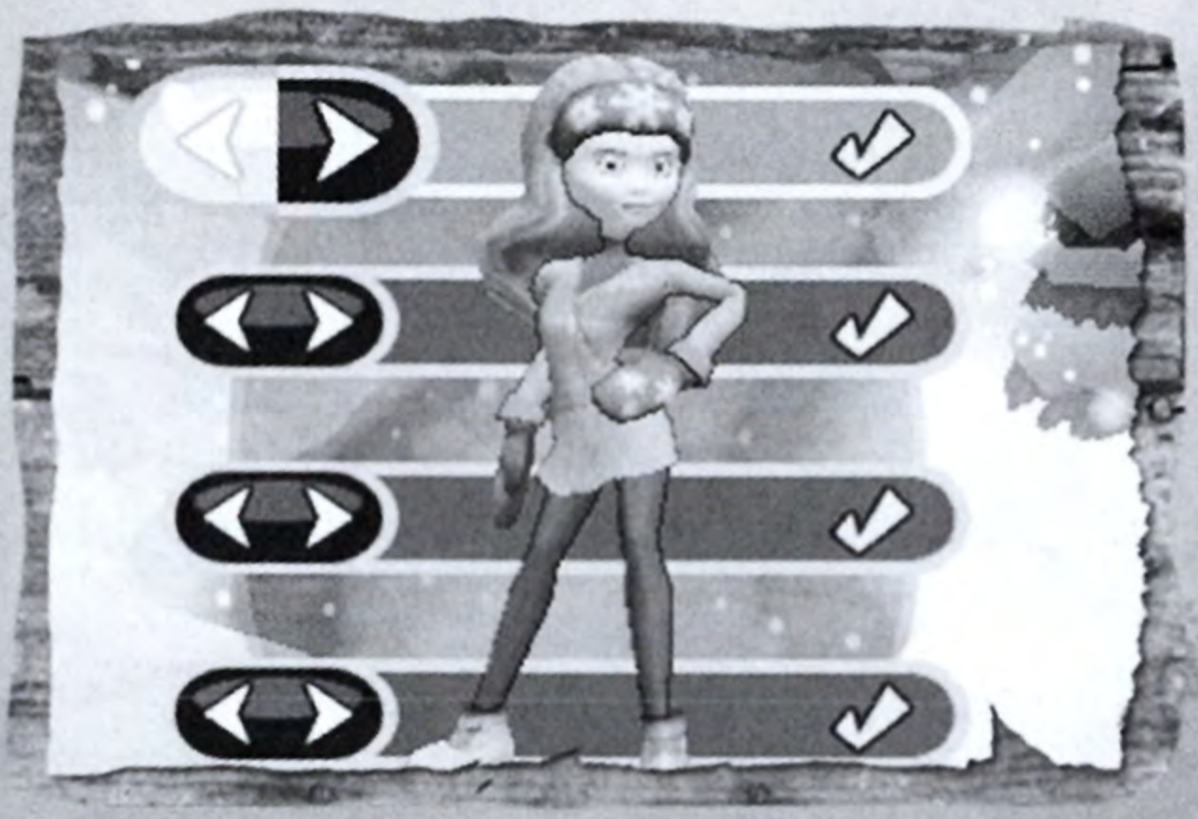
Each region contains enough letters to spell 'Scooby'! Collect them all to unlock a trophy!

SANDWICH PARTS

Scooby and Shaggy aren't mystery-solving for free! Collect as many sandwich parts as you can. Check the Clubhouse to see how big your sandwich is!

COSTUMES

Dressing up is awesome! View your costumes by selecting the costume icon on the Character Select wheel. Press and hold the △ button, then select the costume icon. Try themed costumes, or get creative!



Some costumes need to be purchased with Scooby Snacks... so collect as many Snacks as you can! You can see the whole range of costumes available in the Clubhouse, including how many are still left to find. Some costumes can't be found... they can only be earned!

MINI-GAMES

Throughout the game you'll have the opportunity to try your hand at mini-games! These are scattered throughout the three regions. Play them all, beat your best scores, and win Scooby Snacks! Most mini-games are available after you have solved the mystery for that region; or if you have played it already during the game.

DOJO DANCIN'!

Lila is never short of wanting to be impressed - by subjecting Mystery Inc. to her various 'tests'. Return to the Dojo at any time to take on a growing number of Spiders and see how long you can last without losing all of your courage! How long can you dance in the Dojo for?

BURRITO BARRAGE!
Watch out! The Bandidos of El Muncho are hungry and they're after the local Burrito Stand! Will you allow the precious Burrito pieces to be gobbled up by these zombies? Protect the only food left in the town against wave after wave of Bandidos before they eat every last Burrito. How many waves can you defend against?

FIRE FIESTA!
The El Fuego Diablos have run rampant throughout El Muncho and have left Spot Fires all over the place! It's not clear whether or not they did it on purpose, but one thing is clear – the fires must be put out! El Muncho's Fire Brigade has gone missing; along with everyone else... will you fill their boots and help protect El Muncho from the devastating effects of spreading spot fires?

CATAPULT CASCADE!
Lila has yet another Challenge for Mystery Inc. – this one involves a catapult that she made long ago to practice her targeting skills. Can you beat Lila's record in this shooting gallery?

PROTECT-A-PLOW!
Escort Howling Peaks' trusty plow to the Chalet as fast as possible! Stop the Weendigos from thwarting your progress!

LAUNDRY LADY!
The Chalet's laundry lady, Helga, has run for the hills! It's up to you to finish the job! Find the dirty piles of washing in the Chalet rooms, put them through the wash, and return them to their rooms as fast as you can. Helga's got a few years experience on you, so you'll have to work hard to beat her record!

CHICKEN ROUND-UP!
Collect as many chickens as you can and place them in the coop before time runs out! The more chickens in the coop, the higher your score!

SANDWICH STACKIN'!
After the final boss encounter, players will find themselves in a Sandwich Stacking Mini-Game where the fastest stacker will emerge victorious! Scooby and Shaggy compete in a crazy culinary creation challenge that has them quickly scrambling to make their sandwich bigger than their opponent's.

SOLVING THE CASE

OBJECTS

There are many things in the environment which you can use to your advantage. Use the ◉ button to pick up objects like sand bags, water pots and snowballs. If an object can be picked up, it will have a ◉ button icon prompt.

Sometimes you have to do someone a favor before they'll talk to you! If someone asks you to fetch something for them, find it and carry it back to them.

Objects can be placed on the ground by pressing the ◉ button again. To throw an object, press the ◉ button.

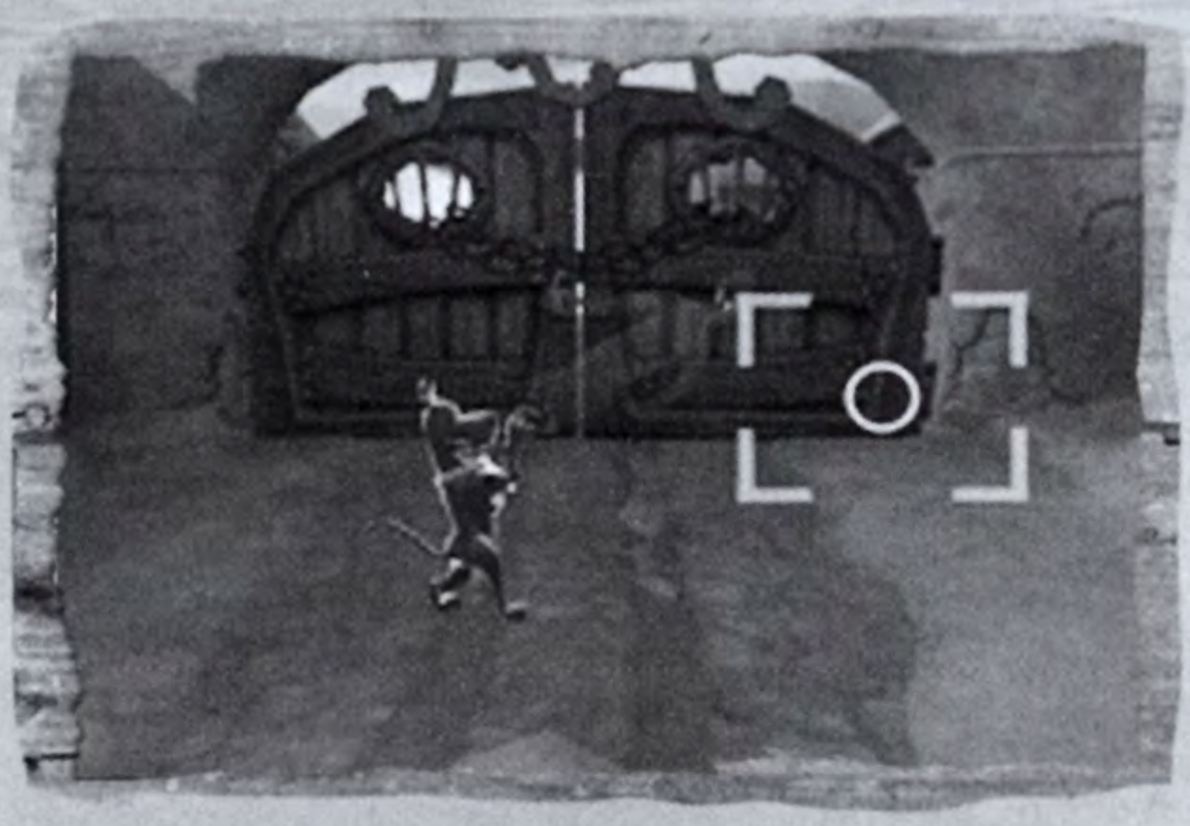
CRIME-FIGHTING TOOLS!

Along your journey, you'll receive two of the most important tools in your crime-fighting arsenal – the Camera and the Magnifying Glass! Press the L1 button to equip or put away your Camera, and the R1 button to equip or put away your Magnifying Glass. A third piece of equipment at your disposal is the Tape Recorder!

Use the Camera to photograph suspects, enemies and pieces of evidence. You can even photograph the occasional Ghost! When you're holding the camera, press the ⊗ button to take a photo. The camera reticule will flash green if it's hovering over an item or person that can be photographed.

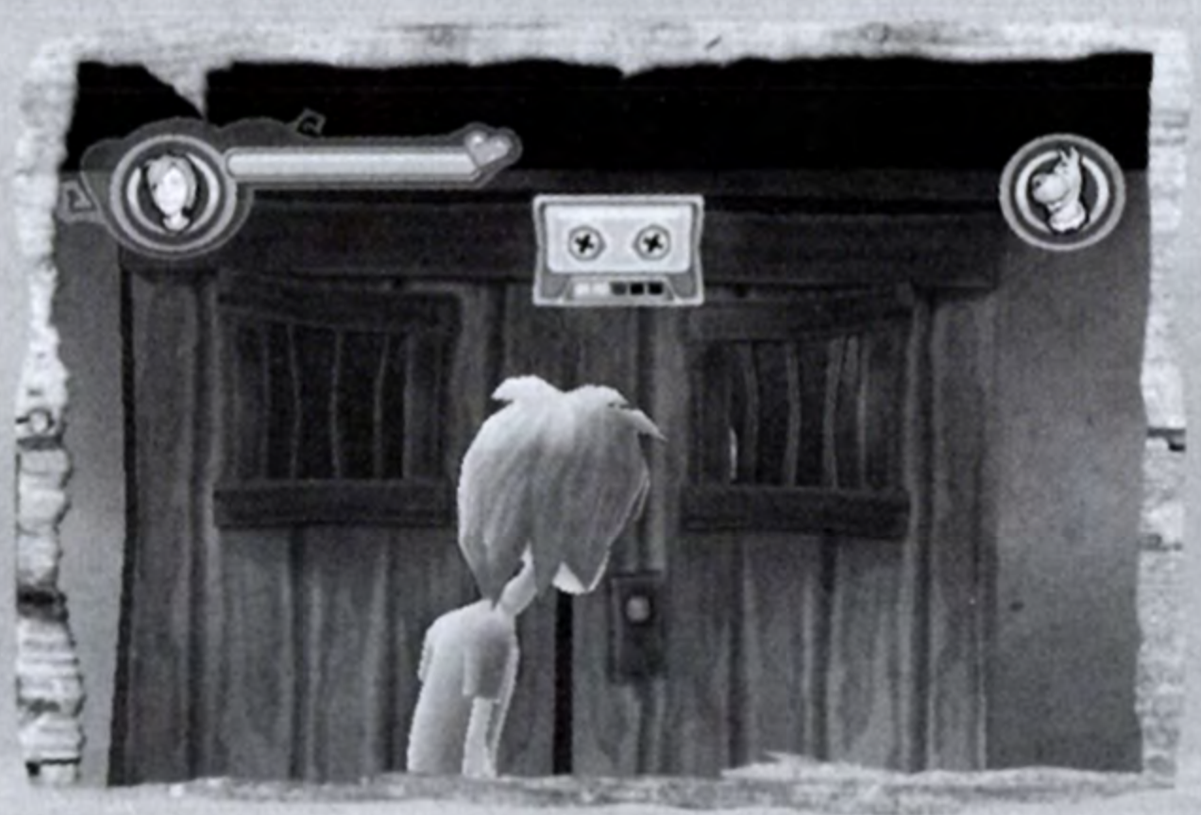
Your photos of people and enemies are added to the Case Files in the clubhouse! Photos of suspects are also displayed on the Mystery Machine pin board.

> Use the left analog stick button to aim the Camera and Magnifying Glass.



Use your Magnifying Glass to look for clues which can't be seen with the naked eye! Once your Magnifying Glass has picked up a clue or an object, you can still see it after you've put the Magnifying Glass away. Search for footprints, secret doorways and important items!

The Tape Recorder is used in certain situations when you need some voice-recorded evidence! When prompted, stand in the marked area and hold the ◉ button to complete the recording.

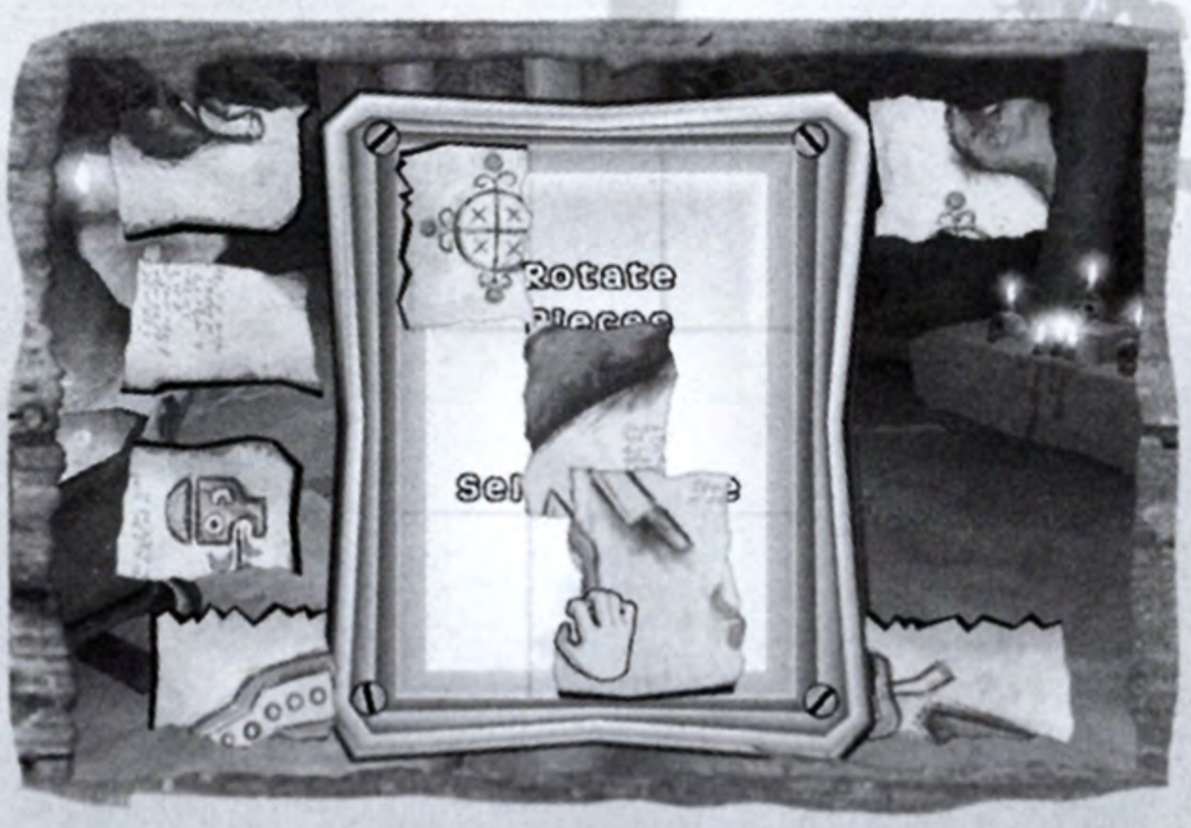


CLUES AND EVIDENCE

Solve the mystery! Photograph items and suspects, collect small pieces of evidence in baggies, record suspicious chatter and piece together torn paper scraps to reveal a clue. Your clues and evidence can be reviewed on the Mystery Machine pin board.

SCRAP PUZZLES

Throughout the game, you'll find yourself collecting torn scraps of paper for evidence. Upon collecting all scrap pieces, the Scrap Puzzle mini-game will appear on screen. Using the left analog stick, point to the piece you wish to move and press the ⊗ button to grab it. Move it to the empty board and use the L1 button and the R1 button to rotate the piece. When you are happy with the piece's position, drop by tapping the ⊗ button again. Position all the pieces correctly to complete the puzzle!



MYSTERY MACHINE

Your mystery-solving headquarters while on the road! Press the ◉ button to climb into the back.

MYSTERY MACHINE MAP

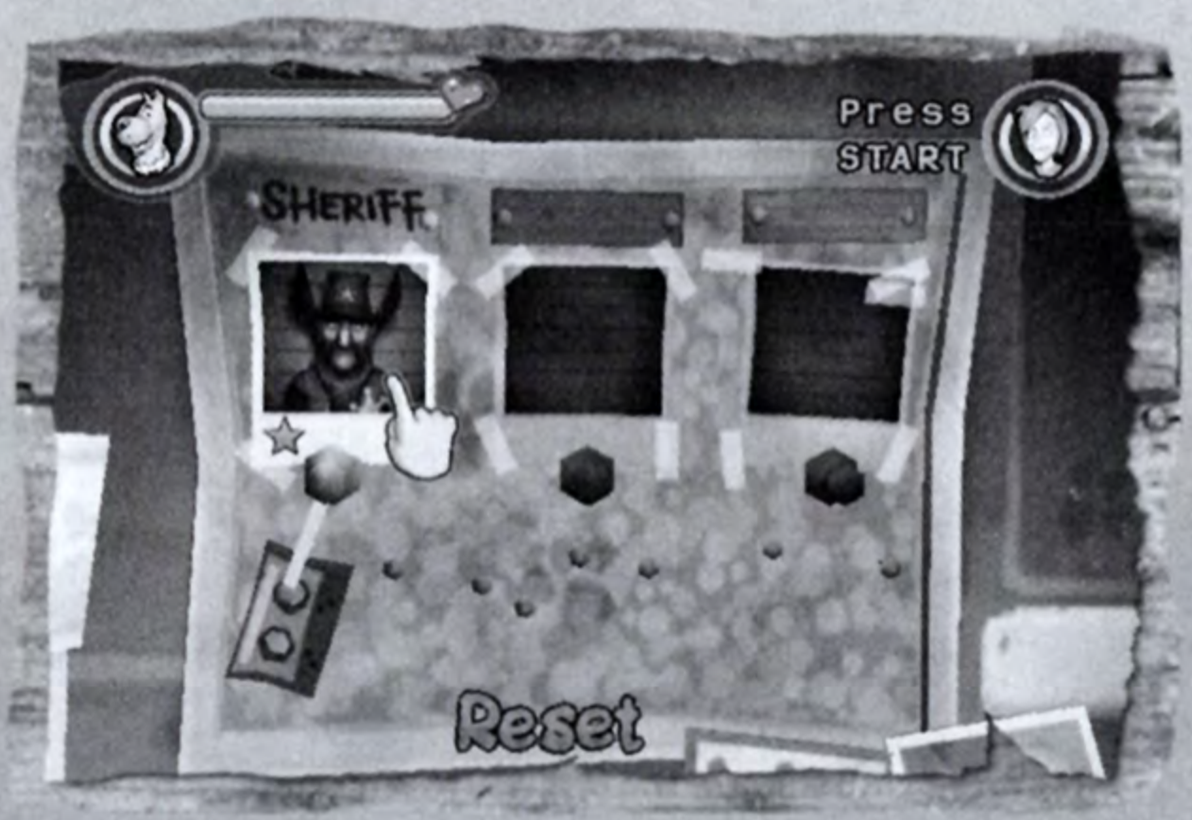
The Mystery Machine has two main functions. Inside is a Map that can be used to travel to different areas.

MYSTERY MACHINE PIN BOARD

The Mystery Machine also contains a pin board that displays all of the clues you have collected so far and your photographs of the suspects you've met. Assign clues to your suspects and see how the evidence stacks up!

You can return to the Mystery Machine at any time during the game to access and organize your sleuthing data.

While you're solving the mystery, check the Mystery Machine pin board to assess your collected information and build your case! Use the left analog stick to link the pieces of evidence to suspects with string by pressing the ⊗ button. The yellow stars show which suspect has the most evidence against them.



GUESS WHO!

Your powerful sleuthing skills during the game will help you collect clues! These are displayed on the Mystery Machine Pin Board and will help you identify the villain!

At the end of each region, you'll have the opportunity to accuse the perpetrator. During the Guess Who mini-game, suspects will appear on screen and your camera will be activated. Using the left analog stick, direct the camera over the suspect you believe is the villain and press the ⊗ button to take their photograph.

If you have chosen the correct villain, 'Guilty' will be stamped on your photograph and you will receive 500 Scooby Snacks as a reward!

CHARACTERS

MYSTERY INC.

Fred
Brave and decisive, Fred always has a plan to solve the mystery...not that his plans always work as intended!

Daphne
Far tougher than she looks! Daphne can hold her own in a fight without messing up her hair.

Velma
Usually the first to solve the mystery, Velma's intelligence gives Mystery Inc. the edge over their adversaries. She's quick in a fight, too!

Shaggy
Mystery-solving is usually the last thing on Shaggy's mind, especially if there's food involved! In spite of this, Shaggy is often the one to stumble upon vital evidence and clues. He always comes through for his friends in the end!

Scooby-Doo
Like Shaggy, Scooby-Doo would both rather be searching for food than clues! However, the hungry duo is always willing to lend a hand when someone is in trouble.

OTHER CHARACTERS

Lila
A mysterious girl who lives in the swamp. She befriends Shaggy and Scooby, but what are her real motives?

Costington
An ex-Butler who inherited a fortune from his past employer, Charles Costington III now lives in a large mansion in the desert town of El Muncho. The gang solved the mystery that made him rich, but what else has Costington been up to?

The Sheriff
He's the Law in the town of El Muncho... but the desert is deserted!

Emilio and Esteban
The town grave keepers. They certainly know their way around a cemetery.

Romero
Costington's butler and obsequious personal valet. He seems nice enough... but butlers often aren't all they seem to be.

Philippe
Keep a look out for this strange frog. If you can catch him, he might have a tip for you... or a warning, or a joke!

Anna
Daphne's cousin. The Mystery Inc. gang helped her out of a tight spot a little while ago. Now she works at the chalet in the mountain ranges of Howling Peaks. A strange blizzard is keeping tourists away, though.

Moose
Anna's friend who runs the snowboarding equipment shop at Howling Peaks. He's a professional snowboarder who loves the mountains. Is he really as friendly as he seems?

Sergio
Anna's cowardly manager. Is he truly a coward, or is he hiding for a more sinister reason?

Baz
A tracker who prowls the wilderness of the mountains, just outside the town. Why is he hanging around?

Cranky
A cantankerous character who owns the local logging company. He doesn't like people going anywhere near his equipment.

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WB Games Customer Support
e4e Technical Support
Telephone: (410) 568-3680
10720 Gilroy Road
Hunt Valley, Maryland 21031

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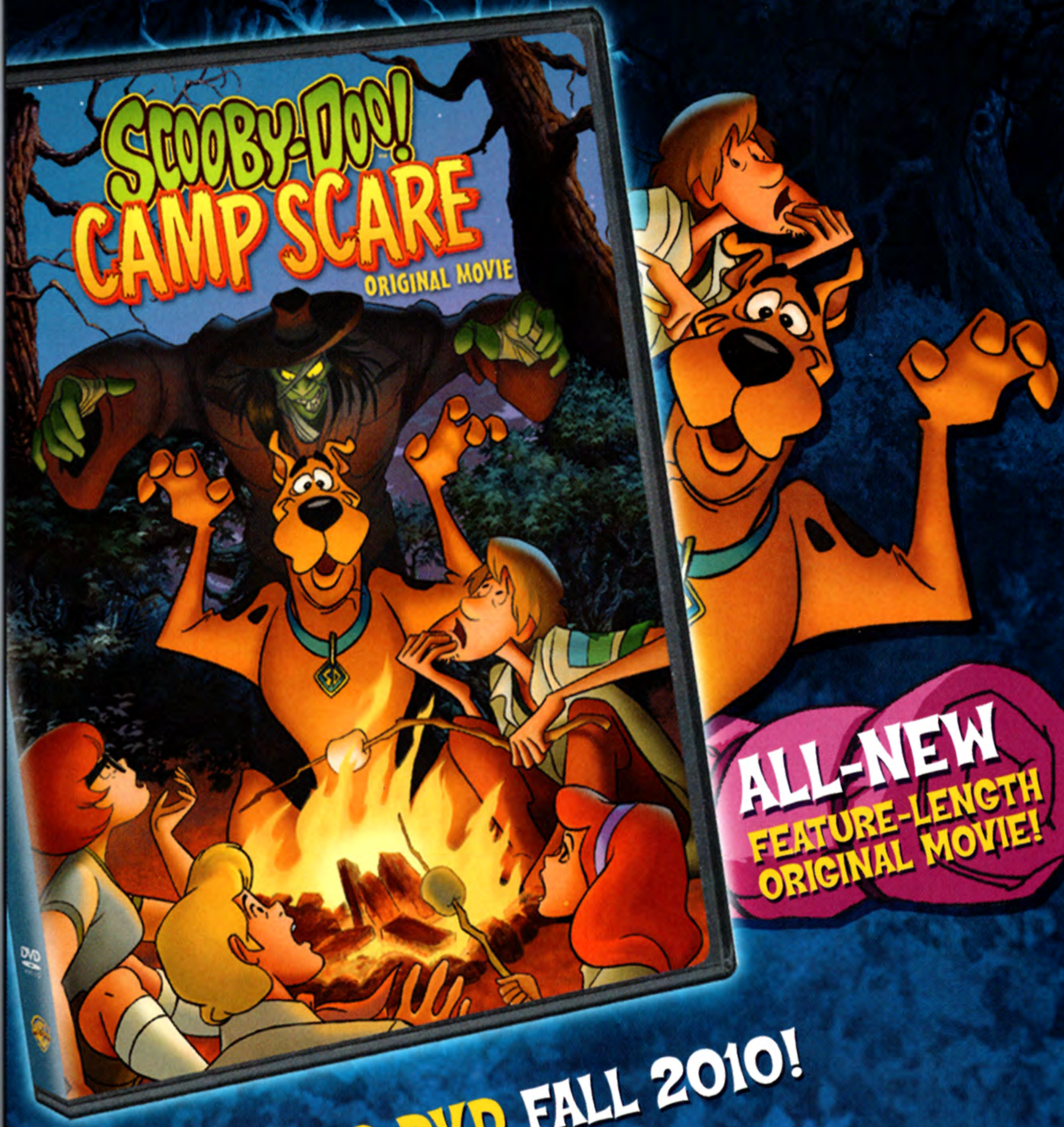

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